UUDECODE.DOC

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UUDECODE uudecodes uuencoded files to original binary form. It is compatible with the Unix (and other) uuencode/uudecode utilities.

Usage:

UUDECODE<RETURN>
Displays usage message, prompts for input file name.

UUDECODE [-o][d:][\path\]filename.uue
Produces a uudecoded file, with the filename taken from within the uuencoded file (which might include a path), (provided the filename doesn't exist. Use the "-o" (or "/o") switch to force overwriting of any existing output file.)

UUDECODE /? (or -?)
Writes a brief help screen to STDOUT and terminates.

Notes:

UUDECODE checks for existing files with the same name as the newly created output file. It will produce an error message and abort if it finds one! (Use the "-o" switch to force overwriting existing files.)

UUDECODE will accept an input path\filename up to 80 chars long, and will prompt if none is specified.

A uudecoded filename is taken from the uuencoded source file and is written to the current directory (or to the path included in the file header).

Input files may be any length.

Uuencoded file headers (mailing headers, etc.) need not be removed. However, any spurious lines between the "begin" and "end" lines MUST be removed.

Anything beyond the "end" line is ignored. If no "end" is found, the output file is saved, but an error message is displayed.

Certain uuencoders append a "checksum" character to the end of each uuencoded line. UUDECODE ignores these.

Uuencoded files generated or moved through a Unix system may have LF (ASCII 10) line endings instead of the DOS-convention CR/LF (ASCII 13/10) endings. UUDECODE will handle those LF ends of line as well. you MAY get a "end not found" message, but the uudecoded file will be intact.

Certain systems and mailers will strip off trailing spaces on lines. UUDECODE attempts to replace them.